



NICKELODEON

SpongeBob
SquarePants

LIGHTS, CAMERA, PANTS!



EVERYONE
E
CONTENT RATED BY
ESRB



THQ

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

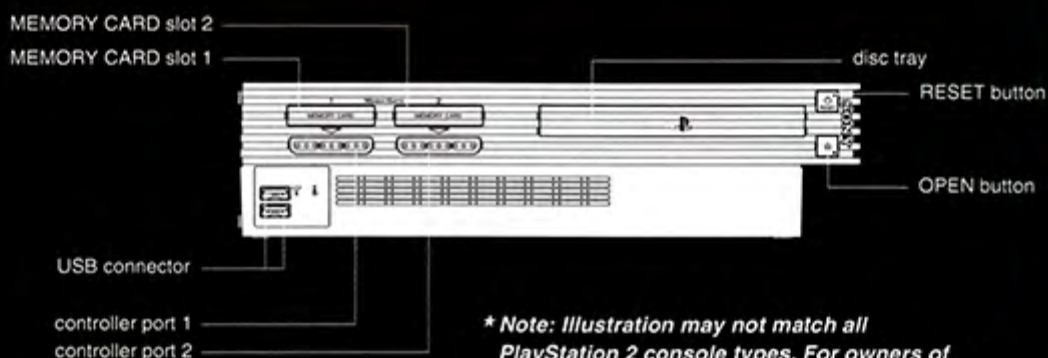
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Controls	3
Fame & Fortune	4
Beginning a New Game	5
Pause Menu	5
Auditions (mini-games)	6
Unlockable	13
Saving & Loading	13
Credits	14
Warranty	20



GETTING STARTED

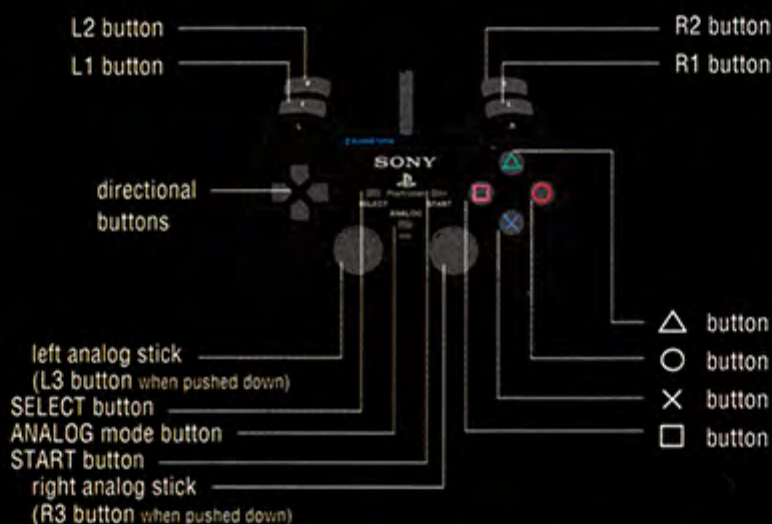


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the directions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator light comes on, press the OPEN button and the disc tray will open. Place the *SpongeBob SquarePants: Lights, Camera, PANTS!* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

See the Auditions section of the manual for specific controls.

Left analog stick	Move
Directional buttons	Move
⊗ button	Action 1
⊙ button	Action 2
⊠ button	Action 2
△ button	Action 3
START button	Pause Menu



FAME & FORTUNE

Bikini Bottom is abuzz! Producer Gill Hammerstein is filming a special episode of "The New Adventures of Mermaidman and Barnacleboy" on location in everyone's favorite undersea town, and he's on the hunt for talent! SpongeBob SquarePants and the other locals are desperate to impress the talent scouts who've cooked up a series of action-packed audition challenges to test the wannabe stars. There are nine roles to cast ranging from stunt double to super villain, and each role represents a chance at stardom. Will Squidward finally see his name in lights? Can Patrick remember his lines? Is SpongeBob ready for his close-up? Stay tuned television fans, as the town of Bikini Bottom discovers that there's no business like show business!



BEGINNING A NEW GAME

After the power is turned on, the corporate logos, legal and title screens will appear. Press the START button to access the Main Menu screen. The six Main Menu choices are listed below.

Story Mode

Select Story Mode to begin a new quest for stardom.

Tournament

Choose this option to play up to five auditions in a row. The player with the most points at the end of the auditions wins.

Single Audition

Cut right to the chase and play your favorite audition when you choose this option.

Load Game

This menu item allows you to begin playing a previously saved game.

Bonuses

Choose this option to access rewards you've earned during the course of the game. You can also view trailers and credits here and enter any special codes.

Options

Select this menu to adjust music, sound, and controller settings.

Character Selection

Who will be the star of this special episode? Here's where you determine the actors who will participate in the auditions. No matter what mode you're in, you'll need to select four characters to begin. Each player should press the START button when directed and use the left analog stick to choose a character. If there are less than four players, the remaining characters will be controlled by the computer. Select the skill level for each character and then prepare to set out on the road to fame and fortune!



PAUSE MENU

Press the START button to pause the game. From the Pause Menu you can resume play, restart the audition you're playing, or quit the game.

AUDITIONS (Mini-games)

In order to win a role in "The New Adventures of Mermaidman and Barnacleboy" everyone will have to audition. Each audition is a unique challenge designed by the producers to test for star quality.

Popularity Points

In Story Mode, you'll compete for Popularity Points, which are awarded at the end of each audition. You'll need to obtain a certain number of Popularity Points to win each role. If no one has enough points after three auditions, you'll have to play again, choosing one of the three challenges to repeat. Keep in mind that the better your audition performance, the more points you'll earn. So, break a leg, and remember that there are no small parts, only small actors!

Flippin' Out

Flip Krabby Patties to feed the hungry customers at the Krusty Krab!

- Press the  button to flip patties off your grill
- Press the  button or the  button to flick away green Chum Bucket patties
- Stand under airborne patties to catch them automatically

Order Up

As a waiter or cook, prepare and deliver orders to tables.

Waiters

- Use the left analog stick to move between the counter and tables
- Press the  button to greet customers
- Memorize their orders and enter them at the counter
- When the order is ready, press the  button to pick it up
- Press the  button again to deliver orders

Cooks

- Use the left analog stick to move between food stations
- Stand behind the food station and hold the  button until the food is prepared
- Press the  button to place a completed order on the counter

The Bouncers

You and a teammate must help stock the storeroom at the Krusty Krab. Bounce items from the front door to the storeroom on your tray without letting them hit the ground.

- Move left or right onto the square that matches your color
- Stand under an item to bounce it on your tray

Inflatable Pants

Inflate your pants and sail past each net first to earn the most points!

- Tap the the  button repeatedly to pump air into your pants
- Warning: pants will deflate over time
- Avoid obstacles like sandcastles, beach balls and palm trees

Weight & Sea

At the Goo Lagoon, collect weights with your teammate, load them on to the bar, and then assist the lifter.

- Gather weights to match the pattern shown on-screen
- Press the  button to pick up or drop weights
- Press the  button again to load weights to the bar
- When your arrow points to green, press the  button to help lift

Surf Resc-Goo

Cast your fishing line to retrieve items that have washed out to sea.

- Hold the  button to build power and release it to cast your line
- The longer you hold the  button, the further your line will go

Goo-Ladigators

Ride your unicycle and squirt opponents into bumpers and goo to earn points.

- Tap the the  button for a quick squirt
- Hold the  button and release for a power squirt
- Press the  button or the  button to brake

Pedal of Honor

Boost off ramps and do crazy stunts on your paddle bike to rack up points!

- Use the left analog stick to steer
- Press and hold the  button to accelerate
- Ride over ramps and press the  button, the  button or the  button while in the air to perform stunts
- The more stunts you link together, the higher your score will be

Floor It!

Pilot your boat cars in three exciting races.

- Steer with the left analog stick
- Press and hold the  button to accelerate
- Press the  button or the  button to brake
- For sharp turns, use the left analog stick and press the  button or the  button
- Watch out for goo puddles

Rock Bottom

Rock the crowd at Sand Stadium as you play instruments in a band!

- Tap and release the  button, the  button or the  button when the circle glides over your hit zone
- Hold the correct button for the whole duration of the long notes
- A green trail means you're rockin' the house
- A red trail means you mistimed the note, or you let go too early

Jig on the Brig

Memorize Squilliam's button sequence, and then press the correct buttons at the correct time to dance a jig.

Beats Me

Listen to Squilliam's drum pattern and repeat it on your own instruments when the spotlight falls on you.

- Press the  button to hit the left drum
- Press the  button to hit the right drum

Surface Tension

Pop the bubbles for points, but beware of The Dirty Bubble and his nasty bubble minions.

- Press the  button to pop bubbles
- Hold and release the  button or the  button to dash

Machine Meltdown

Fix the machines so that they produce more Chum Bucket meals. The more meals they make, the more points you'll earn!

- To fix a machine, stand next to it and press the  button repeatedly until the gauge turns green
- A broken generator will stop the whole machine
- Work with your partner to fix the generator by pressing the  button
- Arrows point to machines off-screen in need of repair

Charge!

Use static electricity to zap spinners and change them to your color. Activate three connected spinners to light up a floor tile. Light as many floor tiles as possible to win the most points.

- Stand on the recharge bays and press the  button to build up a charge
- Stand near a spinner and press the  button to zap it

Jellyfish Swish

Catch as many jellyfish as you can, brave hunter.

- Hold down the  button to launch towards your prey
- Release the  button to swing your net
- Catch several jellyfish at once for a bonus

Jellyfish Jamboree

Trap jellyfish in your net and then launch them at your jelly extractor. The player who has the most jellyfish jelly at the end of the game wins.

- Press the  button to swing your net
- Hold the  button or the  button and use the left analog stick to aim your net
- Release the  button or the  button to launch your jellyfish
- You can launch up to five jellyfish at once

The Tide Piper

You and your partner must team up to catch jellyfish. Pipers hypnotize 'em, and Netters catch 'em!

Pipers

- Press the  button to hypnotize jellyfish and turn them your team's color
- Blowing the pipe also stuns opponents, causing them to drop their jellyfish

Netters

- Press the  button to catch jellyfish in your net
- Stand near your team's cage to unload jellyfish for points

Seahorse Stampede

Get ready for a 2-on-2 game of seahorse polo!

- Press the  button to take control of the ball
- Tap the  button to pass when holding the ball
- Use the left analog stick to aim, and then hit the  button or the  button to take a shot at the goal

Breakin' Out

Help prisoners escape by bouncing them over the jail wall to freedom.

- Stand under the rope and press the  button to collect prisoners
- Press the  button to release your convicts near the trampolines
- If the searchlight falls on you, hold the  button or the  button and then release to dash out of the way

Rubble Rabble

You and your teammate smash rocks to reveal gold and diamonds so they fit through the grinder!

- Press the  button to break rocks
- Big rocks will block the grinder, so use the  button to unblock it
- Avoid hitting green dust boulders

Rope Burn

Help your teammate climb the building by loading batteries into the winches to speed up the ropes.

Roof Players

- Press the  button to pick up a battery from the conveyor belt
- Press the  button to drop the battery back on the conveyor belt
- Place batteries in the winch of the same color

Climbers

- Use the left analog stick to climb up or down
- Press the  button to jump
- Avoid hitting windows and gain points for passing them

Flingin' & Swingin'

Grab and swing from pegs, tagging as many as you can with your partner.

- Hold down the  button to grab a peg—if you let go, you'll fall
- Don't release the  button until you're ready to swing
- Use the left analog stick to swing
- Press the  button or the  button to make a computer partner release a peg and swing
- Point with the left analog stick to make your computer partner grab a specific peg

Blistering Barnacles

Scrape barnacles off of the wall with your teammate. Raise and lower your platform using the ropes to reach different parts of the wall. The team with the most barnacles at the end of the game wins.

- Press the  button to scrape barnacles into your bucket
- Hold the left analog stick up or down to adjust your ropes
- Adjust both ropes at the same time so your bucket doesn't slide and lose barnacles!

Mother of Pearl

Bounce the pearls off of your bat, protecting your trench and deflecting pearls into your opponents' trenches.

- Press the  button to bounce pearls off your bat
- Multi-pearls are worth double points

Hook, Line & Cheddar

Leap from hook to hook, collect cheese and snag your opponents for points! Gold hooks make you invincible!

- Steer hooks using the left analog stick
- Press the  button to jump off hooks
- Press the  button repeatedly to tread water
- Hold the  button to pull hooks down and release the button to hook other players by the pants!

Tethered & Weathered

Gather drifting clams by flying your kite into them. Then drop the clams for your teammate to collect.

Kite Players

- Fly the kite using the left analog stick
- Press the  button to drop clams
- Move the left analog stick left or right to throw clams further

Ground Players

- Press the  button to launch your teammate
- Use the left analog stick to run and collect clams

Loot Scootin'

Help the Flying Dutchman put his treasure into his chest. The player who puts away the most treasure wins, but beware of the Dutchman's pointing hand!

- At the treasure pile, press the  button repeatedly to grab up to 10 gold bars
- If your stack of gold begins to lean, stand still or use the left analog stick to walk in the direction of the lean
- Tap the  button to throw the gold bars into the treasure chest

Two Up

Match the pattern of the computer to win! Just wait for the countdown then lock in your random pattern by pressing the  button.

Rock, Paper, Scissors

Blow bubbles into the shape of rocks, paper or scissors to beat your opponent!

- Press the  button for rock
- Press the  button for paper
- Press the  button for scissors
- Rock beats scissors
- Scissors beats paper
- Paper beats rock



UNLOCKABLES

SpongeBob SquarePants: Lights, Camera, PANTS! includes a variety of rewards, many of them hidden. Two of the major bonus categories are the Art Gallery and the Action Figures. During each set of three auditions, you'll be able to unlock one piece of art and one action figure in the Bronze, Silver and Gold modes.

To view unique SpongeBob SquarePants works of art, you'll need to pass a high score hidden in one of the levels of each set of auditions. To collect action figures, you'll need to perform a secret task in certain auditions. For example, you may need to collect a '20 Patty Combo' or two while Flipping burgers in Flippin' Out.

NICKELODEON CROSS-SAVE SYSTEM

Great news! If you've got one or more of the following Nickelodeon games saved on your memory card, you can unlock totally new bonuses in SpongeBob SquarePants: Lights, Camera, PANTS!

Barnyard · Nicktoons Unite! · Tak: The Great Juju Challenge

SAVING & LOADING

To save your game, insert a memory card (8MB)(For PlayStation®2) into MEMORY CARD slot 1 or 2 of the console before starting play. You select from any of three save slots to either load or save games. You can play your saved games from the same memory card (8MB)(For PlayStation®2) or from any memory card (8MB)(For PlayStation®2) with previously saved SpongeBob SquarePants: Lights, Camera, PANTS! games.

CREDITS

THQ STUDIO AUSTRALIA

SENIOR PROJECT MANAGER
Jon Cartwright

ASSOCIATE PROJECT MANAGER
Leigh Reynolds

LEAD GAME DESIGNER
Craig Duturbure

LEAD PROGRAMMER
Tim Groth

LEAD ARTIST
Donnie Madsen

LEAD ANIMATOR
Hamish McKenzie

LEAD TESTER
Nizam Abdallah

LEAD AUDIO DESIGNER
Scott Ryan

DESIGNERS

Mark Grossman
Jeremy Hamilton
Mihajlo Naumovic
Tony O'Dempsey
Matt Ota
Gerald Poon
Trevor Smith
Rahni Tucker
Ken Williamson

PROGRAMMERS

Brendan Brewster
Jade Lee
Tim Paech
Marty Portier
Nigel Robinson
Kim Watson
Ben Wooller

ARTISTS

Matt Bissell
Mark Brown
Simon Connolly
Suzanne Dunstan
Tanya Hempson
Keith Hibbert
James Laca
Paul Phippen
Andrew Seyderhelm
Daniel Tseng
Brenton Wright

ANIMATORS

Ryan Daniel
Daniel Harris
Warwick Mellow
Dru Muller
Damian Pin
Dave Shaw
Geoff Suttor

TESTERS

Daniel John
Lauren Pears
Marc Speakman
Neil Robins

VICE PRESIDENT
Steve Dauterman

STUDIO GENERAL MANAGER
Roy Tessler/Steve Middleton

DIRECTOR OF PRODUCTION
Jon Cartwright

DESIGN DIRECTOR
Dave MacMinn

TECHNICAL DIRECTOR
Matt Riek

ART DIRECTOR
Steve Middleton

ADDITIONAL DESIGN
Dave MacMinn
Steve Middleton

ADDITIONAL PROGRAMMING
Lachlan Bland
Jeff Brasket
Alex de la Mare
Kristian O'Dempsey
Benn Vossseteig

ADDITIONAL ANIMATION
Michelle Hapke

OFFICE ADMINISTRATION
Lauren Baldwin

SYSTEM ADMINISTRATION
Kristian O'Dempsey

MUSIC
Music By The Metric Ton
(Charlie Brissette, Hamilton Altstatt)

ORIGINAL SCRIPT
Craig Duturbure
Dave MacMinn

SCRIPT EDITING
Dave Lewman

VO DIRECTOR
Douglas Carrigan
VoiceWorks Productions

RECORDING STUDIO
Atlantis Group Recordings

CHIEF ENGINEER
John Chominsky

ASSISTANT ENGINEERS
Jamie Siedow
Sean Graham

VOICE CAST

SPONGEBOB
Tom Kenny

PATRICK
Bill Fagerbakke

MR. KRABS
Clancy Brown

SANDY
Carolyn Lawrence

SQUIDWARD
Roger Bumpass

PLANKTON
Mr. Lawrence

GILL HAMMERSTEIN
Nolan North

NARRATOR
Mr. Lawrence

NEWSREADER
Mr. Lawrence

LARRY THE LOBSTER
Mr. Lawrence

MERMAIDMAN
Joe Alaskey

BARNACLEBOY
Tim Conway

MAN RAY
Bob Joles

DIRTY BUBBLE
Charles Nelson Reilly

GARY
Tom Kenny

FRENCH NARRATOR
Tom Kenny

SQUILLIAM
Dee Baker

KEVIN C CUCUMBER
Dee Baker

BUBBLE BASS
Dee Baker

DON THE WHALE
Dee Baker

CANNONBALL JENKINS
Dee Baker

MRS. PUFF
Mary Jo Catlett

KAREN, VARIOUS FEMALE
Jill Talley

VARIOUS MALE
Nolan North

ADDITIONAL THANKS TO
Roy Tessler
The teachers and students of
St. Ignatious School
Game Monkey Scripting System
Keith Pope and all the guys at
Heavy Iron Studios
The boys and girls at
Blue Tongue Entertainment
Roy the coffee machine.

THQ, INC

LICENSOR MANAGER
Stephanie Wise

PRODUCTION RESOURCES MANAGER
Jenae Pash

GLOBAL LOCALIZATION MANAGER
Amy Small

QUALITY ASSURANCE

DIRECTOR, QUALITY ASSURANCE
Monica Vallejo

QA MANAGER
Mario Waibel

TEST SUPERVISOR
David Sapienza

TEST LEADS
Erik Hernandez
Christopher Goo

TESTERS
Adam Bruno
Ian Flanigan
Felipe Folkis
Jodie Geiselman
Vahagn Kirakosian
Anthony Ling
Tina Stevenson

FIRST PARTY SUPERVISOR
Jason Tani

FIRST PARTY SPECIALISTS
Arielle Jayme
Robin Torres
Alexis Ladd
Michael Ricco
David Marino

QA TECHNICIANS
Richard Jones
David Wilson

MASTERING LAB TECHNICIANS
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

DATABASE APPLICATIONS ENGINEER
Jason Roberts

GAME EVALUATION TEAM
Sean Heffron
Scott Frazier
Matt Elzie
Bryan Williams

MARKETING

SENIOR VICE PRESIDENT - WORLDWIDE MARKETING
Peter Dille

DIRECTOR - GLOBAL BRAND MANAGEMENT
John Ardell

SENIOR GLOBAL BRAND MANAGER
Danielle Conte

PRODUCT MARKETING MANAGER
Peter Kennedy

MARKETING COORDINATOR
Sam Guilloud

CREATIVE SERVICES

DIRECTOR - CREATIVE SERVICES
Howard Liebeskind

ASSOCIATE CREATIVE SERVICES MANAGER
Melissa Roth

MANUAL TEXT
Erica David

PACKAGING LAYOUT AND DESIGN
Beeline Group

MEDIA RELATIONS

GLOBAL SENIOR MEDIA RELATIONS MANAGER
Kristina Kirk

MEDIA RELATIONS MANAGER
Kathy Bricaud

MEDIA RELATIONS COORDINATOR
Gretchen Armerding

SPECIAL THANKS
Brian Farrell
Jack Sorensen
Edward Zinser
Tiffany Ternan
Jim Kennedy
Germaine Gioia
Leslie Brown
Brandy Carrillo
Jenni Carlson
Amy Bernardino
Christopher Folino
Fernando Velloso
Kris Buccieri
Melissa Rivas
Chad Ellman
Laura Campos
James Gilbert-Rolfe
Joshua Austin
Tanya Haider
Jean Philippe Randisi
Gregoire Halbout
Nicole Withers
Nathalie Massabni
Miriam Wermelt

NICKELODEON INTERACTIVE

SVP OF ENTERTAINMENT PRODUCTS
Steve Youngwood

SENIOR DIRECTOR OF INTERACTIVE
Stacey Lane

MANAGER OF INTERACTIVE
Stephanie Bond

COORDINATOR OF INTERACTIVE
Dan Boldin

VP/CREATIVE DIRECTOR LICENSING
Tim Blankley

CREATIVE DIRECTOR OF ENTERTAINMENT PRODUCTS
Daniel Moreton

SENIOR DESIGNER OF INTERACTIVE
Rob Lemon

JUNIOR DESIGNER OF INTERACTIVE
Jason Di Orio

SENIOR MANAGER, COPY/CONTENT
Debra Krassner

COORDINATOR, COPY/CONTENT
Kristen Yu

NICKELODEON WOULD LIKE TO THANK:
Leigh Anne Brodsky
Michele Caruso
Russell Hicks
Linnette Pastori
Lori Szuchman
Geoff Todebush
Stavit Young
Chezza Zoeller
Justine Briskman
Manny Galan

SPECIAL THANKS TO:
Stephen Hillenburg
Eric Coleman
Sergio Cuan

NICK

YELLOW

FROM THE DEEP BLUE

THE NEW SPONGEBOB SQUAREPANTS ALBUM!

**SPONGEBOB SQUAREPANTS
THE YELLOW ALBUM**

AVAILABLE IN STORES NOVEMBER 2005!



SONY BMG
MUSIC ENTERTAINMENT
Strategic Marketing Group

© 2005 Viacom International Inc. All Rights Reserved.
SpongeBob SquarePants created by Stephen Hillenburg.

NICK

SpongeBob SquarePants



Get Absorbed in a Great SpongeBob Book!



SpongeBob SquarePants books from
Simon Spotlight are available wherever books are sold.



Simon Spotlight • Simon and Schuster Children's Publishing
www.SimonSaysKids.com • A Viacom Company
www.nick.com

© 2005 Viacom International Inc. All rights reserved. NICKELODEON, SpongeBob SquarePants, and all related titles, logos and characters are trademarks of Viacom International Inc. SpongeBob SquarePants® created by Stephen Hillenburg, as seen on Nickelodeon®.



SOAK UP

a FLOOD OF Favorites!

Available Now on DVD



"Where's Gary?"
Available on DVD
NOVEMBER 2005



Also available on VHS

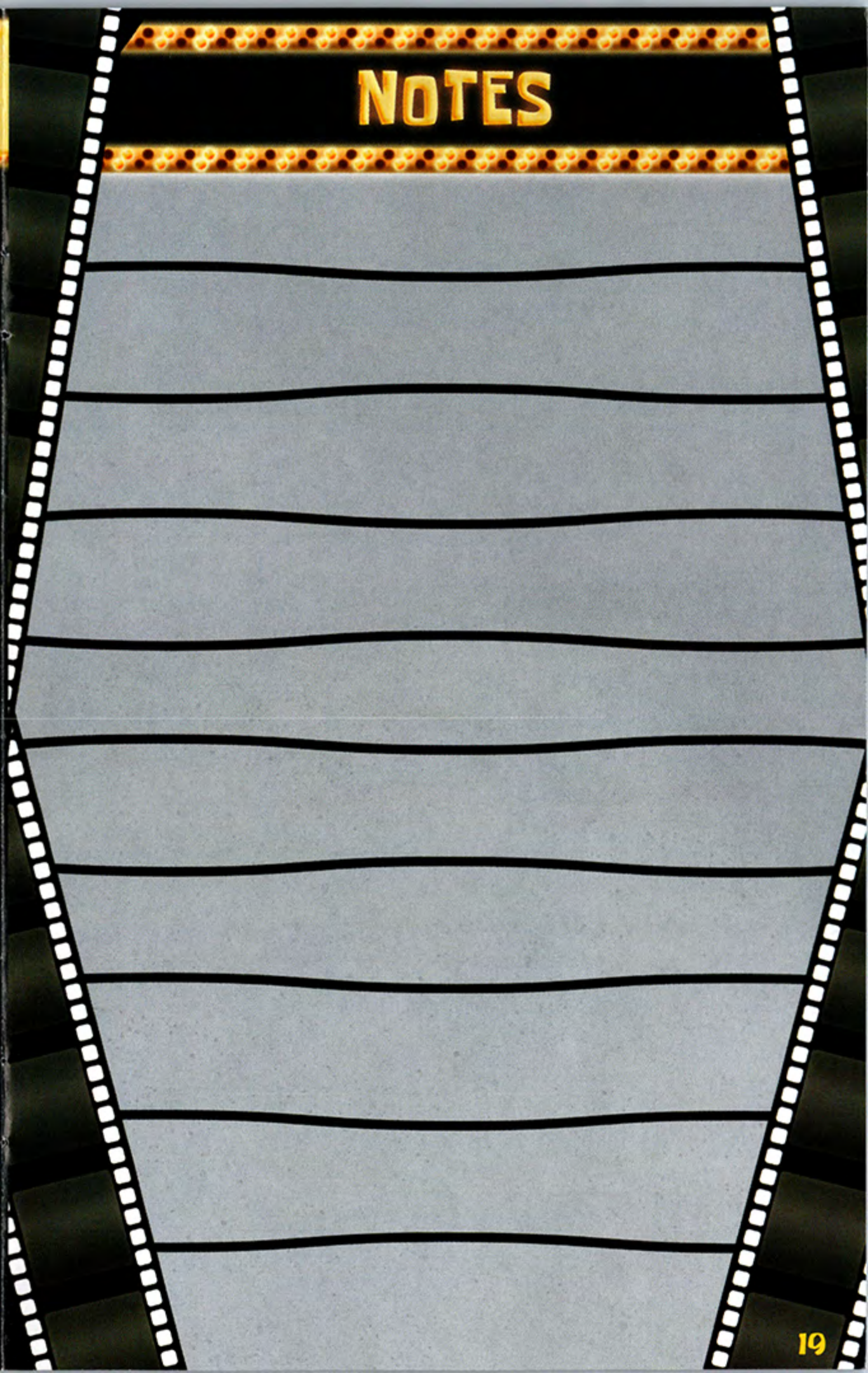
www.nick.com

www.paramount.com

Date, art, availability and DVD special features subject to change without notice.
© 2005 Viacom International Inc. All Rights Reserved. TM, ® & Copyright
© 2005 by Paramount Pictures. All Rights Reserved. SpongeBob SquarePants
created by Stephen Hillenburg.



NICKELODEON

The page is designed to look like a film strip. At the top, there is a black rectangular header with the word "NOTES" in a bold, yellow, sans-serif font. Above and below this header are horizontal bands of glowing orange and yellow dots, resembling film sprocket holes. The main body of the page is a light gray color, framed by a black border with white sprocket holes on the left and right sides. The gray area is divided into ten horizontal sections by wavy black lines, mimicking the frames of a film strip.

NOTES

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **46072**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.



This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

REGISTER YOUR GAMES

ONLINE AT www.thq.com



MY THQ

Go to the MY THQ link at
www.thq.com to win games and
other great prizes. Plus...

- » Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- » Get the latest THQ newsletters
- » Access the Career Zone, Forum and online games
- » Download the latest demos and patches
- » Easy to use site for all THQ gaming information
- » Quick links to search by title or platform
- » Be considered for beta testing and help shape the THQ games of the future

